

**UW-Green Bay Summer High School Art Studio  
June 21 - June 26, 2009**

**Computer Animation  
Thomas J. Wallestad, Instructor**

NECESSARY AND OPTIONAL SUPPLIES (AND OTHER STUFF) FOR SAS STUDENTS TO BRING TO:

**Welcome Computer Animation Students!**

We will be learning character animation using traditional animation techniques and applying them to a powerful animation program, Flash, on the Macintosh.

*- Thomas Wallestad*

**ART SUPPLIES**

**Most Important:**

- One USB mini jump drive (1GB) for use on a Macintosh & PC and a CD-R or DVD-R for archiving a copy of your work.

**Necessary:**

- Several graphite pencils (#2 preferably)
- A non-reproductive blue pencil
- White vinyl erasers (pink erasers tear paper)
- Pencil sharpeners (housing preferably made of metal not plastic)
- Several fine point felt tip pens (preferably) or any fine point black ink pens (NO Sharpie® brand)
- Liquid paper in pen form
- Drafting tape (preferably) or masking tape
- Transparent grid-lined ruler or clear ruler (preferably with a beveled edge)
- White paper (a package of at least 50 single sheets)

**Optional: In order of importance**

- A light box
- A Round Peg Bar for animation ( <http://www.lightfootltd.com> )
- Various sized black ink pens
- Tracing paper
- A right angle
- Coloring tools (markers, pens, pencils, opaque acrylic paint with brushes)
- Clear vinyl or acetate sheets

**You may check your public library to read some of these suggested readings:**

**Basics:**

- *Visual Quickstart Guide: Flash MX for Windows & Macintosh* (beginner's resource)
- *Walter Foster Cartoon Animation by Preston Blair* (cheap \$10, but valuable resource)
- *The Animation Book* (New Digital Edition) by Kit Laybourne
- *The Animator's Survival Kit* by Richard Williams
- *The Animator's Workbook* By Tony White
- *The Illusion of Life: Disney Animation* by Frank Thomas and Ollie Johnston

- *Animation: From Script to Screen* by Shamus Culhane
- *Understanding Animation* by Paul Wells
- (Continued on Page 2)**
- *Understanding Comics* by Scott Mc Cloud
- *Constructive Animation* by George B. Bridgman
- *Dynamic Anatomy* by Burne Hogarth
- *Animation Magazine* periodical: to subscribe visit, <http://www.animationmagazine.net>
- *Cinefex Magazine* <http://www.cinefex.com> – The movie visual effects industries' magazine

### History:

- *Before Mickey: The Animated Film 1898-1928* by Donald Crafton
- *Cartoons: One Hundred Years of Cinema Animation* by Giannalberto Bendazzi (world animation-contains some mature themes)
- *The Disney That Never Was* by Charles Solomon

### Websites:

- <http://en.wikipedia.org/wiki/Animation> – A nice animation overview with links
- <http://www.awn.com/> – The main hub of the animation community on the Internet. Great site!
- <http://www.animationmeat.com/> –Download free storyboard panels, x-sheets, and fieldcharts
- <http://www.lightfootltd.com> – Buy a round peg bar! – For use with normal 3-hole punch paper.
- <http://www.sci.fi/~animato/pegbar/pegs.html> – Do-it-yourself animator drawing stations